

The Catcher in the Rye Cumulative Project—10H

The purpose of this assignment is to show that you have completed reading the novel, *The Catcher in the Rye* and have an understanding of characterization, symbolism and theme in the novel.

Read the options listed below and choose one. This is an individual assignment (no groups). All written aspects should follow default page setup/margins and be double-spaced.

Points Possible and Grading Criteria:

*Solid (and Correct) Link to Events in the Novel	50
Attention to Specifics of Chosen Option	30
Correct Conventions and Grammar Usage	10
Timeliness	<u>10</u>
Total:	100

*If you are unclear on how this is defined, see the classroom guidelines or speak with me outside of class.

Due Date: _____

Option 1: Epilogue

Students are often disappointed by the abrupt ending of the novel and want to know what happened to Holden after he is released from the institution. Based on what you learned from Holden, write a 3-4 page epilogue or "lost chapter." You must draw connections (reference) to at least six other characters or incidents from the novel.

Option 2: Change Perspective

Choose one of the following scenes from the novel and rewrite (3-4 pages) it from the other character's perspective. Show your understanding of the novel through the other character's response.

- 40-46 (Stradlater)
- 54-58 (Mrs. Morrow)
- 93-98 (Sunny)
- 124-134 (Sally)
- 142-149 (Luce)
- 161-180 (Phoebe)
- Or you may choose your own with approval

Option 3: Story of Your Life

Pretend you are Holden Caulfield and part of your therapy is to talk to other kids about your "madman" days. Dress as Holden and prepare a PowerPoint presentation about your 3-day adventure. You will give your presentation in character (as if you are Holden) and answer questions. (10-15 slides)

Option 4: The Game of Holden

Create a board game based on Holden's life. The name, characters, consequences, actions and prizes should relate directly to the book. All major characters and events must be addressed. The, write a 1-page description explaining how the game works and how it connects to the novel.

Option 5: Marketing Campaign

Create a marketing campaign for the novel. Campaign should include: a front cover for the novel, a back cover (complete with reviews), and a commercial—drawn as a storyboard or filmed. Major events must be reflected (hinted) and in-depth understanding of the characterization must be apparent!